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INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

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FIRESTRIKER™

A long time ago, on a distant world, there were four countries governed by four different tribes: The Wind Country of the Human tribe, The Fire country of the Griffon tribe, the Water country of the Mermaid tribe, and the Earth country of the Gnome tribe. These four countries fought constantly for the right to rule the world.

One day the Arch-Mage Wylde proposed a solution to the constant battling. He offered to bestow the title of FireStriker upon the one who could control the elemental orb of fire known as the Trialight. Whoever could control this awesome power would then be named ruler of the four tribes.

One FireStriker was chosen from each of the four tribes to represent their country. The battles were long and difficult, but eventually a winner emerged. The FireStriker of the Wind Country was the winner and so it was decided that Humans would be the rulers. The age of war seemed to have finally ended...

However, the Arch-Mage Wylde had other plans. His true purpose in bringing them peace was so he could destroy them all at once. The four countries, elated momentarily by the new-found peace, were instantly veiled in the darkness that Wylde brought. The towns were crushed and the forests were turned to wastelands. Eventually all the tribes but Wind were under the control of Wylde and his evil monsters.

The Wind Country rose up against Wylde, but none of their weapons were powerful enough.

Then Slader, the FireStriker of the Wind Country, came forth. He offered to risk his life and use the power of the Trialight to fight Wylde and his monsters.

Now his fight against Wylde is about to begin. The time has come to release the Trialight. The world's future hangs in the balance.

Shrine of Yorlik
Sealed Entrance to Spirit Palace
Wind Palace Earth Spirit Morel
Wind Castle
Orga Stone
Earth Castle
Earth Palace Wind Spirit Spel
Gnome Valley
Fire Castle
Lorgerg Village
Fire Palace Fire Spirit Mental
Tower of Firiger
Peninsula Cave
Water Palace Water Spirit Intel

Getting Started

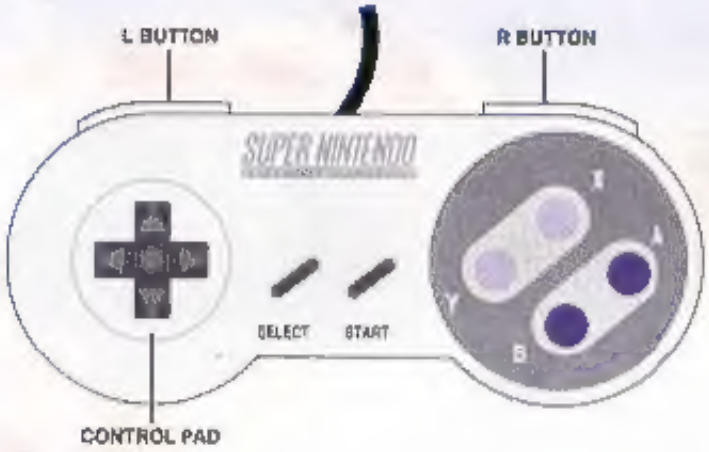
Insert the Game Pak into the Super NES and turn it on. The title screen appears. A demo runs automatically, if no buttons are pushed. Moving the Control Pad up or down allows you to select the modes of play as follows.

1 Player
One person plays in Normal Mode. This is the main FireStriker adventure. Another player may join in any time by pressing START on controller number 2. The second person controls the Sorcerer.

2 Players
Two people play in Normal Mode. Player 1 is the FireStriker and player 2 is the Sorcerer.

Multi Mode (Requires Multiplayer Adapter for more than 2 people)
Two to four people compete in a soccer-like or survival competition. All together there are 10 different play fields available. Learn the different strategies for each field.

Controller



Control Pad .....Moves characters and controls direction of Trialight.

A or B .....Strikes Trialight, makes selections on setup screen and flips through messages.

X or Y .....Power Strikes Trialight and flips through messages.

START .....Starts games, pauses game, and skips messages.

SELECT .....Not Used.

*When 3 or 4 people play in the multi mode, connect a multiplayer adapter (sold separately) to Port #2 and install all controllers that will be used before turning on the power to the Super NES deck. When only two people play using a multiplayer adapter, set the mode switch to "2P".

Introduction to the characters

There are four FireStriker characters in the game. Each character has his or her own distinctive abilities. Consider how these abilities will affect play on fields with certain characteristics and against the attacks of certain enemies.

Striker of Wind - Slader

A Human soldier. He projects his energy with a swing of his Ethereal Striker Sword. He was the winner of the battle for the right to rule. He has well-balanced speed, power, and physical strength.

Striker of Fire - Eno

A Griffon soldier. He blasts the Trialight with the blinding speed of his wings. He is the fastest of all four FireStrikers.

Striker of Water - Loa

A female soldier of the Mermaids. Her Storm Trident controls the Trialight with the force and purity of the seas which is said to turn aside all evil.

Striker of Earth - Garum

Garum was created from the Earth Elemental Stone by Nagoom, a master sorcerer of the Gnome tribe. His ability to exterminate evil spirits far surpasses the other three FireStrikers, but he is very slow due to his enormous size.

The Sorcerer Wain

A palace sorcerer from the Wind Castle. He can handle the Trialight, but not with the skill of the FireStrikers. He is small but quick, and Slader's good friend.

Normal Mode

Normal Mode lets one person play "1 Player" or two people play cooperatively in "2 Player".

The Map Screen

You start at the Wind Castle, and proceed by clearing each point on the map. Move the FireStriker through the map with the Control Pad, and press the **A** button to select a location. As areas are cleared, more areas become available. The FireStrikers cannot go to the Spirit Palace until the seal on its entrance is removed. You can go past any area freely once it has been conquered.

Selecting FireStrikers

There are four FireStrikers to choose from. Only Slader is available in the beginning. As you go farther through the map, you will find three other FireStrikers with abilities more suited for particular areas. When you begin an area, use the Control Pad to select one of the available FireStrikers. The Sorcerer cannot be selected in 1 Player mode. In 2 Player Mode, player 1 is displayed in red and player 2 in blue. Two players cannot select the same FireStriker.

Moving

Use the Control Pad. The rate of movement depends on each FireStriker character. Try to select the right FireStriker for the right job.

Striking the Trialight

The Trialight is the only weapon your FireStriker can use on the field. By controlling it, you defeat your enemies and destroy obstacles on the field.

Use the **A** or **B** Button. Get close to the Trialight, and control its direction by pressing the Control Pad in the direction you want it to go at the same time you strike it. The striking motion can bump an enemy or obstacle, but it will not damage anything. If a FireStriker touches an enemy, both the FireStriker and enemy will receive damage.

Power Strikes

Collect the "POW" power-ups to Power Strike the Trialight. Use the **X** or **Y** buttons (instead of **A** or **B**) to use the extra power. A Power Strike will send the Trialight through many bricks.

Explanation of the screen

A - Life Gauge
The number of hearts shows the FireStriker's life force level. You begin with a maximum of 6 full hearts, and lose one every time the FireStriker receives damage. You can recover life by collecting heart power-ups, and increase your maximum life force level by collecting Life Boxes. When you lose all hearts, you lose one FireStriker.

B - Power
This shows the number of POW power-ups remaining for Power Strikes to the Trialight.

C - Seal of the Four Spirits
This shows the seal being removed. Removing all four pieces of the seal (Wind, Fire, Water, and Earth) opens the sealed entrance to the Spirit Palace of Wylde.

D - Rest
This shows the number of FireStriker lives remaining. You begin with 3 (the maximum). If you lose one, you can recover it by collecting the star shaped power-up.

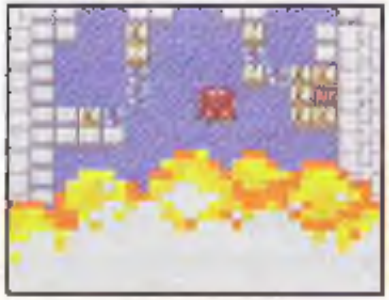
E - Enemy Life Gauge
The number of gold dashes shows how many hits you still need to make against the enemy. Each dash represents one hit.

Playing the Game

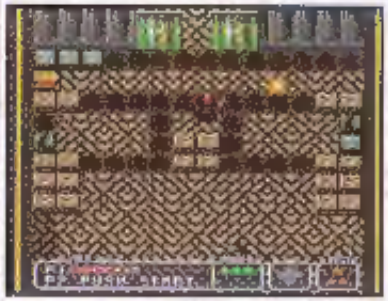
Each area consists of several stages. Work your way upwards on the screen using the Trialight to defeat the demons and to blast a path through the blocks.

Defeat the demons
Various demons appear in each stage. Destroy them with the Trialight. When a FireStriker touches a demon or gets attacked by a demon, he receives damage.

Guard the barrier blocks at the bottom



You lose one FireStriker life if the Trialight escapes through a broken block at the bottom of the screen. In 1 Player mode the Sorcerer acts as a goalie to guard the blocks. The **R** button moves him to the right and the **L** button to the left. The Sorcerer automatically strikes the Trialight whenever it comes close enough to him. The Sorcerer is also immune to all damage in 1 Player mode.



Opening doors

The exit for some stages is sometimes blocked by a door. The door can be opened little by little by hitting it with the Trialight. Some doors open automatically only after you have defeated all of the demons in that stage, while others require a key that is hidden somewhere on the field.

Rescuing other FireStrikers

The FireStrikers of the other tribes are trapped in random areas. You can add them to your team by rescuing them. Once they have been rescued, they will be available after you clear out the rest of the area that they were in.

Sharing life force

When the life gauge of one player goes to zero and the other player clears a stage in 2 Player mode, the player with energy gives half of it to the other player. The two players may then proceed to the next stage.

Power-Ups

Power-Ups may appear when you destroy a demon or break open a treasure chest. Collect them by moving over them. Be quick though, because a few hits from the Trialight is enough to destroy a power-up.

Heart (small)		Adds one heart to the life gauge.
Heart (large)		Returns life gauge to maximum.
Star		Adds one extra life.
POW	POW	Power Strikes. You may keep up to three in reserve.
Life Box		Increases maximum number of hearts by one.

Credit

The game is over when you lose all remaining FireStrikers. However, you can continue up to five times. When you are at the continue screen, move the cursor to Yes on the screen and press **START**. You will restart the game at the very beginning of the last level played.

Multi Mode

Setting the number of players

Press **RIGHT** or **LEFT** on Controller number 1 to select the number of players and press **START**. Make sure there is a multiplayer adapter connected to controller socket #2, if you select 3 or 4 players.

Selecting characters

Each player may select any of the four FireStrikers as their character by pressing **RIGHT** or **LEFT** to browse and then **START** to select. If players select the same FireStrikers, then each player will be a different color (Red for Player 1, Blue for Player 2, Green for Player 3 and Black for Player 4). When character selection is done, the rounds selection menu will come up. Press the **B** button to go back and change the number of players if necessary.

Selecting number of rounds

The number of rounds selected determines how many wins a player must get before they are determined the victor. Press **RIGHT** or **LEFT** on controller 1 to change the number. Press **START** to advance. Press the **B** button to go back and change character selections if necessary.

Selecting a play field

There are 10 different fields available for play. The rules and strategies differ for each field. Press **RIGHT** or **LEFT** on controller 1 to browse the different fields. Press **START** to select a play field. Press the **B** button to go back to the number of players selection.

Game Field

After selecting a field, the rules are displayed. The **A** button on controller 1 starts the game.

Soccer-type Game

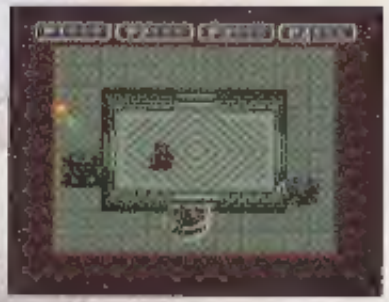
Six fields available.

Rules

Divide into two teams. The players on the odd numbered Control Pads are one team and the players on the even numbered Control Pads make the other. Shoot the Trialight into the other side's goal to make points. The first team to make the number of goals selected to win a match wins.

Survival Game

Four fields available.



Rules

As a Battle Royale game, the players try to knock their opponents' FireStrikers off the platform by striking them with the Trialight. The last FireStriker left standing wins.

The Trialight (Both Modes)

If you obtain a POW Power-up left behind by the Trialight, you can perform a Power Strike. Up to 3 POW's may be kept in reserve.

Score Display

Soccer Game

The score is displayed for the team scoring a goal.

Survival Game

The score is displayed for the survivor.

The result is displayed when a game is over. The **START** button lets you select another field.

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